

Warm Blooded

Warm-blooded creatures, like mammals and birds, try to keep the inside of their bodies at a constant temperature.

They do this by generating their own heat when they are in a cooler environment, and by cooling themselves when they are in a hotter environment. To generate heat, warm-blooded animals convert the food that they eat into energy. They have to eat a lot of food, compared with cold-blooded animals, to maintain a constant body temperature. Only a small amount of the food that a warm-blooded animal eats is converted into body mass. The rest is used to fuel a constant body temperature.

Keep warm by having hair, fur, blubber, or feathers. They can also shiver to generate more heat when they get too cold and some migrate from colder to warmer regions in the winter.

To cool they sweat (Humans) or pant (dogs) or move into the shade or water.

Blubber is a special layer of fatty tissue that **animals** living in cold environments developed over time as a way of keeping warm.



Human Body Temperature is 37°C

Cold Blooded

Cold-blooded creatures, like reptiles often like to stay in the sun to warm up and increase their metabolism

They will expand their lungs to make them look larger so the sun will shine on more of their body to increase their temperature. Some can change color to either absorb or reflect light.

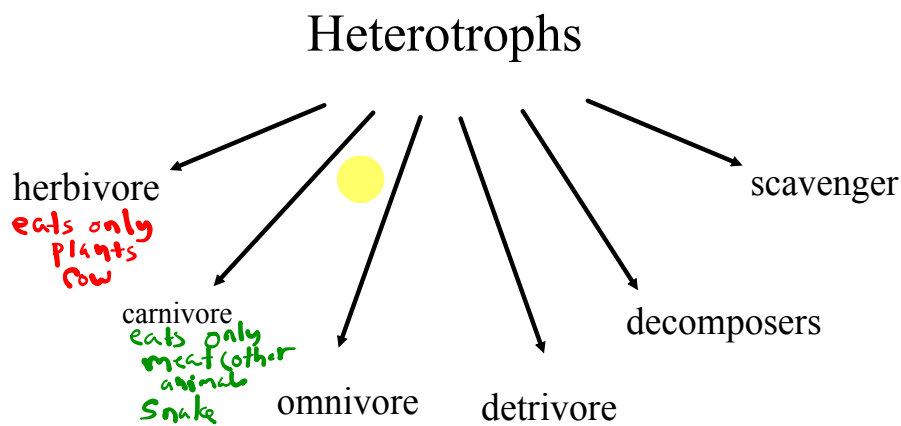


Autotrophs vs. Heterotrophs

Autotrophs (producers) ^{get} capture energy from sunlight or chemicals to produce their own food.

ie / plants

Organisms that rely on other organisms for their energy and food supply are called heterotrophs (consumers). These include animals, fungi and bacteria.



Herbivores, such as cows, obtain energy by eating only plants.

Carnivores, such as snakes and owls, eat only animals.

Omnivores, such as humans and bears, eat both plants and animals.

Detritivores, such as earthworms, feed on dead matter.

Decomposers, such as fungi, break down organic matter.

Scavengers, such as vultures, consume the carcasses of other animals.